MICROGRAMS

SUPER STUDENT

Home Software Series

GRADE 2

USER'S GUIDE FOR:

- Froggy's Math Race
- Reader's Treasure Chest I
- Telling Time
- Wizard of Spellalot - Grade 2
- Counting Change
- Young Scientist II

Education . . . Investment in a future.

Table of Contents

Introduction 2

Getting Started 3

Convenience Keys 3

Tips for Parents 3-5

Froggy's Math Race 6

Reader's Treasure Chest I 7-8

Telling Time 8

Wizard of Spellalot Gr. 2 9

Counting Change 10

Young Scientist II 10

Summary 11

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Introduction

Whether or not a child is a super student is not determined by the grades he or she earns. A super student is a person who is interested in learning, wants to do well, and who truly works at doing his or her best. Micrograms' Super Student Home Software provides a method for a super student to work on improving skills in several basic subject areas. This effort invested in extra practice at home can greatly benefit a student is his or her learning at school.

The following six programs are contained on the Super Student disks for second grade.

Title	Subject	Skills or Content Taught
Froggy's Math Race	Math	addition and subtraction facts 0-18
Reader's Treasure Chest I	Reading	reading comprehension
Telling Time	Math	telling time at half and quarter hour intervals
Wizard of Spellalot Gr. 2	Spelling	spelling second grade words
Counting Change	Math	counting sets of coins
Young Scientist II	Science	sorting objects

Reading and spelling programs are contained on one disk; math and science programs are on the other.

Getting Started

Micrograms recommends that a parent assisting a child in the use of these programs for the first time read the information in the User's Guide before loading any software. When you are ready to begin, turn on your Commodore 64/128, your monitor, and your disk drive. Insert a disk into the disk drive. Type:

LOAD"M",8,1

Now push the RETURN key. A menu of the programs contained on the disks will load and appear on the Super Student title screen. To select a program, simply press a number from 1 to 6. Clear and concise directions are provided on-screen for the operation of each program.

Convenience Keys

During any program, if you wish to restart, simply press the COMMODORE key and the F1 key at the same time.

To go from any program to the main menu, press the COMMODORE key and the F7 key simultaneously. This will allow you to select another program.

Tips For Parents

Micrograms Publishing began producing educational software for schools in 1981. Now, after 2½ years of development, we are proud to publish the Super Student Home Software Series. These materials are specially designed for use by children at home to reinforce and strengthen basic academic skills. Please keep in mind the following points as your child begins work.

Educational software is different from entertainment software. Not better or worse . . . just different. Educational software requires children to think to solve problems. Most entertainment software requires action rather than thought. Since the goals of these two types of software are different, the ways to best use them are different too.

Educational software performs best when adults provide the child-user with supervision and encouragement as the child is working. At school this supervision and encouragement is provided by the teacher or aide. At home the parent should fill this role. Remember, educational software requires more mental effort than watching TV or playing arcade games.

Thus, do not be surprised if your child at first tires from mental exercise. Keep in mind that the purpose of educational software is to strengthen basic student skills and knowledge, not to entertain. Your child's concentration and thinking skills will improve with use.

Calling your child's attention to his or her own learning and progress may well help the youngster to understand the difference between using the computer for learning and using the computer for entertainment. Once your child understands and accepts the computer as a learning aid (in addition to an entertainer), student progress can be more rapid.

Micrograms makes the following suggestions to parents attempting to use their Commodore 64/128 as a learning aid for their elementary school children.

1. Be assured that computers can help students practice and master many of the basic facts and academic processes which are part of their elementary school curriculum. Computers never will replace teachers or nurture children's complex social development; but, computers can help students master basic facts and academic processes through instruction, review, and practice. Your computer can help your child practice and polish his or her basic skills.

2. Explain to your child the purposes involved in using the computer as a learning aid. Point out that this is different from using the computer for entertainment. Assure your student that serious practice at the computer can help him or her do even better at school.

3. Use the program yourself for ten minutes before you ask your child to do so. This will let you know exactly what mental tasks the child is being asked to face and master.

4. Set specific times that the child is to practice. Remember, this is serious business, not play. Make these practice periods short at first, unless or until you see evidence that

your child can productively interact with a program for longer periods. Ten minute periods three times a week might be a good place to start for most young children. The regularity of practice over several months is much more important than one or two long practice sessions on special occasions.

5. Set reasonable goals for the child to achieve within the practice session, and go wild with enthusiasm and praise if the child achieves these goals. (Unachieved goals will be useful at the start of the next practice session.) Do not neglect the motivational power of a strawberry milkshake or special privilege if the child demonstrates a significant advance or level of accomplishment. If *you* think your child's accomplishments are important, so will your child.
6. Do not stop using a program as soon as your child claims he or she has mastered it. Insist on further practice sessions anyway "just to be sure." This will help to clearly establish all of the program's content in the child's mind, strengthen the child's confidence in his or her mastery, and clearly demonstrate to the child that he or she has made progress. (Parent: "Remember the time when you didn't think you could do this at all?")
7. Seek additional programs from Micrograms or elsewhere which you can use in a meaningful way to advance your child's learning.

As you can see, you as the parent are the key person in helping your child to learn. That should come as no surprise. At Micrograms our hope is that these Super Student learning activities will serve both you and your child well.

Froggy's Math Race

Froggy's Math Race is an excellent drill and practice program which can help your child develop mastery of the addition and subtraction facts for 0-18. Older brothers and sisters may also find it entertaining and challenging enough to work on the speed and accuracy of the basic addition and subtraction facts.

Begin by selecting practice in addition or subtraction. Addition includes basic facts through 9 + 9. Subtraction includes basic facts through 18-9.

When the rabbit starts the race, try to help the frog do well. The frog will jump every time a problem is solved correctly. It takes nine jumps to get across the finish line. When an answer is not correct, a buzzer and a sad face will let the player know to try again. As the racers cross the finish line, their finishing position is listed in their lane. When all the racers have finished, push RETURN. A summary screen shows froggy's time for the last race and froggy's five fastest finishes. The chart shows both the time finished and the position. The fastest times are listed at the top of the chart.

To keep the races interesting, froggy has several friends that take turns racing. Each race is different. Also, froggy's friends don't always race at the same speed. The snail will always be slow, but he will be faster in some races than in others. He won't always finish last.

Although striving for first place is fine, encourage your child to concentrate more on improving his or her best time. Your child could also keep a list of each animal that he or she has finished ahead of. Some of froggy's friends are very fast and will be difficult to beat. If your child isn't ready to compete against the bird or mouse, cheer them on against the turtle or the snake. What your child really wins with each race is practice which will help to improve their mastery of basic addition and subtraction facts.

Reader's Treasure Chest I

Reader's Treasure Chest provides students reading comprehension practice within a game for one or more players. It also seeks to stimulate curiosity about the many items to be discovered within the treasure chest.

Screen directions inform the student that he or she will be given a short passage to read and then a question. If the student answers three questions in a row correctly, he or she may look into the treasure chest by pushing a key on the computer's keyboard. The computer tells the student what is found there and assigns a point value to the item.

Reading practice continues until three items have been found. The computer then awards the student bonus points to enhance his or her point total. An individual student may play again and again in an attempt to better previous scores. Two or more children may take turns to see who can score the highest.

Additionally, students may record each item of treasure discovered on a separate piece of paper. (Note: There are no items for numbers 15, 52, 58, and 61.) At the end of each game the student is offered a chance to take a Treasure Test. During a Treasure Test the computer asks the student to type in the treasure items it requests. For example, if the computer asks for item number 7, the student must type in the name of item 7 exactly as the computer has previously revealed it. Treasure Tests come in 3 levels of difficulty with the higher levels requesting more items from the student. A student has demonstrated full mastery of this program when he or she can pass a Level 3 Treasure Test.

Reader's Treasure Chest contains forty reading passages grouped in two sets of stories. Three comprehension questions accompany each passage. All stories and questions have been prepared by a certified reading specialist.

Even though there is a lot of text, the passages and questions will, of course, begin to repeat. As students search for all treasure items, they will become quite familiar with the stories and questions. They will have done a great deal of practice reading.

continued on page 8

Students should be encouraged to speculate about why people might save the items contained in the treasure chest. Also, they should ask about, or check a dictionary to find, the meanings of words new to them. Reader's Treasure Chest is a helpful tool for use in exercising and extending a student's reading skills.

Telling Time

This program provides practice in reading clock faces set at half hour and quarter hour intervals. At the first level, a clock is shown with hands set on the hour or half past the hour. Three multiple choice times are given. The child must choose which written time is shown on the clock face. Select an answer by using the SPACE BAR to underline the correct time. Then push the RETURN Key. There will be ten problems in each exercise. The number correct and the problem number are shown in the lower left hand corner of the screen.

A summary is given after ten problems to show which clock faces the child had trouble with. If all ten problems were answered correctly, a special cuckoo clock is seen. Also, a check mark on the menu screen shows on which activity a perfect score was earned.

For telling time at quarter hour intervals, the child is challenged to enter the correct time by using the number keys. This is more difficult than selecting a multiple choice response. The question mark on the screen shows where the number will be printed. The colon is already in place. When wrong, the child should try again. After the third mistake, the correct time will be shown. The child must then enter the correct time before proceeding to the next problem.

After ten problems the child can review the summary of times missed or will be greeted by the cuckoo clock for a perfect score.

The Wizard of Spellalot - Grade 2

The mystical wizard of Spellalot would like to help you become a whiz at spelling. Enter the kingdom of Spellalot and join the wizard in one of two spelling activities. After selecting an activity, you will be asked to enter your initials.

In Spell Caster, you are first given ten words to review and study. Pay close attention to the words that are hard to spell. When you press RETURN you will enter the wizard's domain. The wizard will zap a word into the air. Watch carefully because after the word flashes, you must spell that same word. If you need to change a letter that you type, use the INST/DEL key to erase what has been entered. When you have spelled the word, press the RETURN key. If you are incorrect, the wizard will zap out the same word again. If you did not see the word, press the RETURN key. Each time the wizard repeats a word, it will flash a bit more slowly. Try to spell all ten words in as short a time as possible. When you have spelled out all ten words correctly, you advance to the Spell Caster time chart. The initials and times for the top five scores will be recorded here.

In Wizard Word Scramble, the wizard will cause a scrambled word to appear out of thin air. You must try to figure out what the scrambled word is. When help is needed, push the question mark (?). The wizard will give you a letter as a clue, but also will add ten seconds to your score. The wizard will also assist you if two errors are made on the same word. This is a fun but challenging way to practice spelling. The wizard can help you with 400 words for second graders.

Counting Change

Counting Change provides practice in counting random sets of coins. Level 1 pictures an assortment of pennies, nickels, and dimes in ten problems. The child selects one of four multiple choice answers to indicate how much money is displayed. An answer is selected by using the SPACE BAR to move a yellow line under the chosen answer and then pressing the RETURN key. If an answer is correct, a smiling face will appear along the bottom of the screen.

The total value of the coins pictured is less than one dollar for each problem. At the start of an exercise the total value of the coins is under 30¢. If a child has difficulty counting the coins, the sum will remain low. When a child answers correctly, the sums can increase gradually, Thus, a child is challenged up to but not beyond an appropriate learning level.

Level two of Counting Change is much the same as level one. However, level two includes quarters in the sets of coins presented. Again, the total value of the coins is low at the start of an exercise and increases with correct answers. If all ten coin sets are counted accurately, the child earns the perfect score screen and will meet our smiling piggy bank.

Also, a smiling face will appear on the menu beside the level at which the perfect score was achieved. A good practice activity would be to have your child work independently and call you when he or she gets to the special screen or earns a smile on the menu.

Young Scientist II

Professor Hireacher needs an assistant to help him sort objects into groups. When the professor holds up a card with the name of an object, use the SPACE BAR to show in which group the object belongs. When the correct group heading is yellow, press the RETURN Key.

If your answer is correct, Professor Hireacher will happily put the card on the wall. If your answer is wrong, the professor will frown and take down all cards from that category.

The goal is to correctly sort all ten cards from Professor Hireacher's stack. All objects are selected randomly from within *twenty-four* separate categories.

Summary

Micrograms is not seeking awards for software which sparks new and innovative use of computers. The recognition we have desired and received is from teachers who wish to use computers for drill, practice, reinforcement, remediation, and enrichment in basic and essential curriculum areas.

In developing our Super Student Home Software Series we have incorporated the same educational soundness that we have found to be so effective and well accepted in schools. Every Micrograms program is designed, edited, and tested by teachers. Our reading material is authored by teachers and reading specialists. Micrograms programs are sharply focused on specific curriculum objectives which are achieved with the consistent use of clear presentations, motivating activities, immediate feedback, and creative positive reinforcement.

At Micrograms we understand the importance of meeting individual student needs. Most of the programs in our Super Student Series contain multiple activities or levels of difficulty that can be selected by the parent or child. Some programs also include individualized pacing based on user responses. On screen tracking of performance and program summaries are standard elements of Micrograms software. Since 1981 Micrograms has been dedicated to providing only top quality educational programs.

Because Micrograms' efforts to continually provide effective educational software are ongoing, teachers and parents can expect to find new Micrograms material each year. Our new Super Student Home Software Series contains 36 new programs designed for grades K-5. Also, you may wish to contact Micrograms or your local software dealer regarding Micrograms programs written with directions and screen prompts in Spanish. Micrograms also has many new programs for Apple computers.

SUPER STUDENT

HOME SOFTWARE SERIES

Microgram's Super Student Home Software focuses on basic subject areas where extra review and practice can greatly benefit a student. Six programs are included at each grade level.

Kindergarten

Colors, Shapes, and Patterns
Understanding Numbers
Mr. Letter Getter
Learning to Count
Alpha Betty
Consonant Picture Phonics

Grade 1

Number Lake
Rhyming Robots
Pennies, Nickels, and Dimes
Early Reader's Word List
Vowel Picture Phonics
Young Scientist I

Grade 2

Froggy's Math Race
Reader's Treasure Chest I
Telling Time
Wizard of Spellalot - Gr. 2
Counting Change
Young Scientist II

Grade 3

Big Math Attack
Reader's Treasure Chest II
Al's Amazing Alphabetical Act
Timed Tables
Wizard of Spellalot - Gr. 3
Science Whiz

Grade 4

NumberJack
Reader's Treasure Chest III
Word Sleuth I
Math Jumpathon
Wizard of Spellalot - Gr. 4
Geography Scoreboard

Grade 5

Math Speedway
Reader's Treasure Chest IV
Word Sleuth II
Figuring With Freddy
Wizard of Spellalot - Gr. 5
Name the States

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